SOLO SCENARIOS

This book contains solo scenarios for the 17 classes in Frosthaven—scenarios that can be played using only the corresponding class. These scenarios have no scenario numbers, locations, or stickers to go on the campaign map. You should not encounter a road event before playing them or perform an Outpost Phase after playing them. All characters attempting these scenarios must be at least level 5 and match the icon of the scenario.

These scenarios are harder than normal scenarios, and they are designed to test your skill and knowledge of the class. It is recommended that you study the scenario before playing and choose your ability cards, items, and perks carefully.

The reward for each scenario is an item that is exclusive to the scenario's class. When you gain the item, if you don't want it, you may gain one perk mark instead. These items cannot be sold, and when a character with one of these items retires, the item goes back into the unavailable item supply. Each character may complete their solo scenario and earn the reward once and only once, regardless of whether a character of the same class completed it previously.

The following pages contain spoilers for the classes in Frosthaven. To help avoid these, below is a table of contents, sorted by class icons:

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Wonder of Nature

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read the conclusion.

Introduction

You stand beneath a roiling sky, a great white pine before you. You feel the charged air, as though a clan of Inox thunders nearby. A bolt of lightning strikes the tree, searing it to the sky in one long blaze. Then all goes dark.

A dream. You wake up, feeling homesick for a grove you've never seen, conquered by humans long before you were born. Yet you're convinced the lightning-struck tree exists nearby. Venturing deep into the woods, you search for it, determined to carve from its husk a new club.

The wilderness brings challenges, as it should. Ragged hounds. Ragged imps and their cackling mouths. You are determined to defeat them. You will reach this tree, which may have once been important to your people.

Special Rules

At the start of the scenario, play one card from your available pool (not hand) and perform all persistent abilities on either the top or bottom action of the card. This does not count towards your starting hand limit of 12.

Section Links

When door 1 is opened, read 1.

1

You find you are in the same clearing as your dream, the sky rank with the smell of electricity. Here stands the charred silhouette of the pine, at its base sizzles brush fires from the lightning strike. You cannot yet approach, for the fires have called forth flame demons, who dance among them and taunt you with their blistering tongues.

Conclusion

The last flame has been quelled. You chop into the remains of the tree, discovering beneath the blackened bark a core of smoldering white, as hardy as tempered blade. This was no ordinary pine. With your tools, you fashion a club from the lightning wood. As you carve decorative runes into its handle, you feel as though your ancestors are watching—all those brave Inox fighting a losing battle for their homeland.

Rewards

Gain "Wanderer's Club" 248.

Scenario Key

- Flame Demon
- Forest Imp
- Hound
- Snow Door 2
- Log 1
- Snowdrift 3
- Nest 2
- Snow Rock 1

Loot

x15

Race Against the Clock

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read the conclusion.

Introduction

You've long desired to study Unfettered tech, so when you hear of a spooked traveler stumbling upon one of their underground lairs, you're eager to follow his directions. Some miles to the east, you uncover the metal ruins buried in a snow embankment. The ice has eroded the roof, creating a crack beneath an eave. Not the type to barge in the front door anyway, you drop in surreptitiously.

And immediately trigger a blaring alarm. Soon you're assaulted by uncanny machines: pyramidal, crab-like ones which shoot bolts from all sides, and ancient, scrap-metal fabrications intent upon crushing you. You could flee, abandoning your mission. But that alarm has now morphed into the ominous sound of clock ticking, as though counting down something, and your curiosity is piqued even more. As someone who lives on the cusp of time, the most merciless power in the world, you're accustomed to baring your teeth at risk. Besides, this place and its treasures might self-destruct if you don't reach the central chamber in time.

Special Rules

Place six damage tokens next to the map. At the start of each round in which you declare Slow, remove one damage token. If the scenario is not completed by the end of the round in which the last damage token is removed, the scenario is lost.

Section Links

When all enemies in this room are dead, read 1.

1

Alerted now to your presence, the facility marshals its defenses. In the next corridor, hinged panels flip open at your entrance, bristling with cannons which are ready to launch a barrage of artillery. That clock sounds like it's ticking faster, so the only thing left to do is run.

Luckily, speed is one of your specialties.

Special Rules

Place one 2-hex corridor tile on a.

All Ancient Artilleries are immune to damage and forced movement. No part of any jump movement or teleport can enter any hex on map 11-F or door 2.

Section Links

When door 2 is opened, read 2.

– *Continued on next page.*

Loot

x15

Scenario Key

- Ancient Artillery
- Steel Automaton
- Metal Corridor 1
- Robotic Boltshooter
- Metal Door 1
- Control Console 3
- Ruined Machine
- Large Metal Corridor 1
- Metal Cabinet 2

2

Finally, you arrive at the main laboratory where a control console greets you. These ancient, cold-chipped devices look as enticing as gold. Before you can salvage, you should probably turn off the switch that triggered the countdown. But to do so, you must defeat the console's guardian—an automaton that rises out of the gloom like a mountain. A mountain with firearms.

With a few quick taps, you ready your gear. Only to discover the Unfettered equipment, on its giant internal clock somewhere, has the ability to synchronize with you. Darting around at preternatural speed, you realize your enemy has also accelerated, matching your pace.

Reversing, you slow down to evaluate, but the automaton slows down, as well, to the point where neither of you can move and you both reach a halted stalemate. You can't stand frozen in time staring at each other forever, so you need to rethink your tactics here.

You admire the automaton's ability to synchronize, and wonder if it has the capacity to admire you as well. This fight will be well-matched.

Special Rules

All Ancient Artillery die.

The Steel Automaton reacts to your speed. On rounds in which you declare Slow, its shield value increases by 1, and it cannot perform move abilities. On rounds in which you declare Fast, its has no shield, cannot gain shield, and it adds +2 attack to all its attacks.

Conclusion

It seems a shame to defeat the automaton. You have the feeling the Unfettered would understand your drive and worth in ways the rough, practical folk of Frosthaven do not. Still, you're not above dismantling the machines. You do so as quickly as you can, crawling into a nook in the console and fiddling with the mechanism until you uncover which ones control the internal clock. The countdown grinds to a halt, and you begin assessing the other equipment. Now you can tinker with its innumerable capabilities at your own leisure. With that infernal clock silent, you have all the time in the world.

Rewards

Gain "Recalibration Trigger" 249.

Scouting Ambush

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read the conclusion.

Introduction

Light snowfall, a desolate stretch of road. The only sound is the scrape of greaves from your accompanying guards. Vermling raiders have been attacking caravans on this once-busy thoroughfare, and you've taken it upon yourself to stamp out the infestation.

The guards grumble that you're fighting an endless battle. Still, you're grateful for their company.

Up ahead in an escarpment of trees are the remains of several wagons. With your guards, you investigate the Vermling tracks. You just missed them. Under the shadow of the trees are the outlines of a mangled corpse: a horse, half-eaten. Just as you notice the enormous pawprints of the horse's predator around it, you hear roaring.

Snow quakes from the trees, and from the top of the hill, a group of polar bears appear, charging down toward you and your guards, urged on by the Vermling raiders straddling their backs. You quickly gather together your allies, preparing to defend yourselves.

Special Rules

When setting up the Scout monster ability deck, remove *Rancid Arrow* from the deck, shuffle the remaining seven cards, then place Rancid Arrow on top of the deck.

All City Guards are allies to you and enemies to all other monster types. Instead of revealing a monster ability card for them each round, they perform attack L/2 (rounded up) on initiative 50.

At the start of each listed round, spawn the following monsters at the listed locations:

Round	Monster Spawned
3	(b), (c), (d), and (e): one normal Vermling Scout
5	(b): one normal Polar Bear; (d) and (f): one elite Vermling Scout
7	(a), (b) and (c): one elite Vermling Scout
9	(d) and (f): one elite Vermling Scout; (e): One elite Polar Bear

– *Continued on next page.*

Scenario Key

- City Guard
- Polar Bear
- Vermling Scout
- Large Snow Corridor 3
- Snow Corridor 1
- Ice Spikes 3
- Rubble 3
- Debris 5

Loot

x15

Conclusion

The Vermlings and their bears are defeated, but your guards are exhausted and cold. Beneath one of the carts is a pile of bodies, stripped of their belongings. Grimly you instruct the guards to bury them.

This group of raiders won't be bothering anyone else. Keeping the roads clear of vagabonds is work often little appreciated or acknowledged, but someone out there will live another day, traveling safely. That will have to be enough, for now. One final piece of salvage: an old scarf you tie to a spear. It will serve as your tattered banner on the way back to Frosthaven, where you will stow it away with the others you've collected.

The guards watching you nod approvingly. Sometimes that is honor: small, accumulative actions.

Rewards

Gain "Spear of Justice" 250.

The Dead of Night

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read the conclusion.

Introduction

The pain from the souls of the dead follows you everywhere, a persistent ache in the back of your head. Yet occasionally, that pain becomes too great, and you find yourself following it instead. It draws you inexorably, like a compass needle toward the northernmost pole.

And so you follow, far to a stark plateau studded with holes. It was once a hive of Harrowers. Yet it lays empty of their lively energy, filled now with despair. As you open your mind to their last moments, you see them swarming over a giant intruder, a god of destruction intent upon flattening their home into the dust. They defeated the god and protected their plateau, but it cost them their lives.

Trying to calm the desiccated souls buzzing in their fear and rage, you are interrupted by gleeful screeches. It is now dark, and demons have arrived. They feed, it seems, off the pain from the ancient battlefield. You are part of that pain, and so they close in on you.

Loot

x15

Scenario Key

- Black Imp
- Night Demon
- Cave Corridor 2
- Large Cave Corridor 2
- Large Snow Rock 4
- Snow Rock 5
- Glowing Orb 1

Special Rules

The glowing orb has (Lx3)+6 hit points. It is an ally to you and an enemy to all monsters. You can lose one card from your hand or two from your discard pile to negate one source of damage to the glowing orb. If the glowing orb is destroyed, the scenario is lost.

Night Demons and Black Imps do not innately give disadvantage to all attacks targeting them.

At the start of each listed round, spawn the following monsters at the listed locations:

Round	Monster Spawned
3	b and d: one normal Night Demon
5	a, b, c, and d: one normal Black Imp
7	a and c: one elite Black Imp
10	b and d: one elite Night Demon

Conclusion

Though exhausted after the long skirmish, you find yourself more in tune to the Harrowers' souls. They fought just as well and determinedly. Simple enough to guide them to rest. A few resist that final sleep, however, and linger with you, flying around your head like puffs of smoke. You open your urn to welcome them to travel alongside you. Perhaps they can aid you in your future encounters.

Rewards

Gain "Soul Urn" 251.

Bones in the Dirt

Scenario Goals

The scenario is complete when the Hollow Scholar is dead. At the end of that round, read the conclusion.

Introduction

Celestial harmonies. Planetary motions and the infinite planes. For years, you've hunted down rumors of an ancient scholar whose studies coincide with your own, one whose records were lost when such otherworldly obsessions rendered the scholar mad.

Lost to all but you. Finally, wandering a plane of the dead, you hear whispers of a crypt which only manifests under the black clarity of the new moon. That must be it, the last resting place of the scholar.

You teleport yourself to the valley outside the crypt where the scholar and his codex rest. Under the moonless sky, you're unsurprised to discover he has acquired some restless roommates—imps and demons.

Section Links

When door 1 is opened, read 1.

1

Accompanied by your lovely horde of thralls, you descend to the center of the valley. Greater demons lumber around the snow, kicking aside headstones. To progress further, you will need to defeat them. But they are merely brutes—obstacles in the way of your quest.

Special Rules

Open all doors 1.

Section Links

When door 2 is opened, read 2.

2

You approach the crypt and blast aside the door. The codex is a fever in your mind, obliterating all other thoughts.

In front of its own burial vault stands a skeleton—the remnants of the scholar, no doubt. It holds the codex in its grasp, flicking through the pages. "Looking for this? You'll have to pry it from my cold, dead—" Its fleshless grin widens. "Well, you get the idea."

Special Rules

The Living Bones is the Hollow Scholar. It has Hx2 hit points, has no shield, and cannot gain shield. Whenever it kills one of your summons, it performs 1, self.

Conclusion

A worthy opponent, that evil and obsessive corpse! As obsessive as you, though you are not so evil, no... you will use the scholar's records for better purposes, won't you? You will take the codex to satiate your own curiosity. Nothing overly sinister about that. Nothing at all.

Rewards

Gain "Black Earth Codex" 252.

Loot

x15

Scenario Key

- Earth Demon
- Living Bones
- Snow Imp
- Snow Door 4
- Log 2
- Sarcophagus 2
- Tree 1

Divide and Conquer

Scenario Goals

The scenario is complete when 1 has been read and all enemies are dead. At the end of that round, read the conclusion.

Introduction

Is it possible for a Harrower to have a headache? For days, you have been battling one—a blurring heaviness as if you donned one of those suffocating woolen cloaks the bipeds wear. You find yourself making odd decisions, wandering Frosthaven's streets at night, eavesdropping on your companions, planning their demise...

Alarmed, you shake away that thought, which was evidently not your own. This new voice is a distinctly different hum from the others occupying your being. You must discover its origins before it compels you to harm anyone.

Following that discordant hum until it's downright clamorous, you find yourself upon a shore beset by vicious tides. Shadows creep among the rocks, and suddenly a powerful gust of wind targets you. One moment you are preparing for a fight, and the next you are scattered, grasping for any coherence at all. Struggling to reassemble, you find you cannot. You are looking at yourself: split into your two halves, no longer whole.

The glee from the discordant hum is evident. That wind was not a natural force. And then, the ambush; from the rocks spring creatures organic and not. You'll have to fight as separate forms.

Special Rules

Place both Geminate figures on the map in the two starting hexes, and place a character token on one of them. Both figures are affected by all abilities normally and share the same hit points. They are allies to each other and enemies to all monsters. Whenever a or icon is resolved, instead of the normal effect, switch which figure the character token is on. At the start of each round, you can only play cards from the form the character token is on, and all actions you perform during your turn are performed by that figure. Any active bonuses are only apply to the figure with the character token. Monsters do not focus on or target the figure with no character token.

Whenever a monster dies, place a numbered token next to the map with the number equal to the number of monsters that have died this scenario. At the start of each round, for each numbered token next to the map, spawn the monster in the list on the following page corresponding to the number of each token and remove those tokens.

Token	Monster Spawned
1	d: one normal Lurker Wavethrower
2	b: one normal Flaming Bladespinner
3	f: one normal Lurker Wavethrower.
4	a: one normal Robotic Boltshooter
5	c: one normal Robotic Boltshooter
6	e: one normal Lurker Soldier
7	b: one normal Flaming Bladespinner

Loot

x15

Section Links

At the start of any round, if there are still numbered tokens next to the map after all seven monsters have spawned, read 1.

– Continued on next page.

Scenario Key

1

A wail arises, and from the shoreline arises two misty shadows, identical in their uncertain profiles, yet certain in their rage. You realize they are some evil ice spirit haunting this coast—the source of your headache and the wind. Perhaps it is a manifestation of something once destroyed by the raging shore, inadvertently cleaved in two, just as you were.

Special Rules

Spawn one normal Ice Wraith at either starting hex and one elite Ice Wraith at the other starting hex. Place a character token on the elite Ice Wraith.

The two Ice Wraiths both act each round, but share the same hit points. Whenever the first ability of their *Shift Form* action would be performed, instead switch which Ice Wraith the character token is on. You can only damage or target the Ice Wraith with the character token.

Conclusion

With the split spirit at rest, its voice is finally dispelled from your mind. You meet with your other half and become whole once again. Merging like two hands clasped together in warmth, you settle into your multiplicity of thoughts, listen to them rise and fall.

Looking to the remains of the spirit, you see something in the detritus: a mask reflecting its dual nature. One side is onyx inlaid with pearl, the other pearl inlaid with onyx.

You feel a tug of sympathy for the spirit, then, and wonder if it understood your perpetual disharmonies. Perhaps it was testing your balance with yourself. Regardless, the token is an apt reward for this strange journey.

Rewards

Gain "Mask of Duality" 253.

Path of Ancestry

Scenario Goals

The scenario is complete when the Incarnation of Ancestors is dead. At the end of that round, read the conclusion.

Introduction

You've been inflicted with a dreaded state: listlessness.

Although your allies are grateful for your insights and skills, your quests have felt... lackluster. You like helping people. But material rewards are uninteresting, and many of the troubles which inflict Frosthaven seem small in the grand scheme of things. Feeling as if you need a break from the quotidian, you head off alone into the forest. Perhaps a time of meditation will rejuvenate you.

You find a knoll lit by a rare stream of sunlight. Crossing your legs, you descend into the turbulent waters of your mind. A warm presence touches you. Out of the sun on the hill manifests a menagerie of blindingly white Orchids—the spirits of your ancestors. They bow their crystalline heads to you in greeting.

"Join us in a test of skill," their voices echo. You ask if the test will give you a purpose, and your ancestors chuckle. They reply that purpose cannot be sought. Before you can question further, you abruptly wake in a dungeon, stunned with light from a nebulous figure—the collated form of your ancestors.

A series of altars lines the room, and with a command from your ancestors' manifestation, the altars begin sending orbs of energy toward it, bolstering its powers. Purpose or no, the test of skill is upon you.

Special Rules

The Sun Demon is the Incarnation of Ancestors and has (Hx2)+4 hit points. It is immune to ◈ and ◈.

At the start of each round after the first, one altar spawns one Orb of Energy in an adjacent empty hex, starting with (1) in round 2, then (2) in round 3, (3) in round 4, (4) in round 5, and then repeating the cycle with (1) in round 6. Altars cannot be manipulated.

Orbs of Energy are are represented by lettered tokens and are treated as monsters with L+1 hit points and ◣. Spawn (a) at altar (1), (b) at (2), (c) at (3), and (d) at (4). On initiative 99 each round (in the order (a), (b), (c), (d)) they perform ➹2, focusing on moving toward and entering the hex occupied by the Incarnation. Whenever an Orb of Energy enters the hex occupied by the Incarnation or vice-versa, the Incarnation performs ✪X, self, where X is the orb's current hit point value, and the orb dies. In addition, place the lettered token on the Incarnation and remove any lettered tokens previously on it.

Instead of the Sun Demon monster ability deck, the Incarnation uses the boss monster ability deck. Its special actions depend on which lettered token is currently on it. The Incarnation starts the scenario with a (c) token on it.

– *Continued on next page.*

Boss Special 1

a (Vigor): All orbs perform:
L/2 (rounded up), self
Then the Incarnation performs:
-1
-1

b (Precision): Advance the round track one round and spawn the orb corresponding to that round, which does not act this round. Then the Incarnation performs:
+0, 2, 4, (: +1, +1)

c (Resilience): All orbs perform:
2
Then the Incarnation performs:
+0
+0

d (Power): All orbs perform:
All adjacent enemies suffer 1.
Then the Incarnation performs:
-2
+2, (:)

Boss Special 2

a (Vigor): All orbs perform:
1
Then the Incarnation performs:
+0
+0, (: +1,)

b (Precision): All orbs perform:
, all, 1
Then the Incarnation performs:
-1
+0, 2, 3

c (Resilience): All orbs gain L/2 (rounded up) for the round. Then the Incarnation performs:
+0
-1, 3
: 2

d (Power): All attacks targeting orbs this round gain disadvantage. Then the Incarnation performs:
-1
+1

Conclusion

Having proven your worth, you are transported back to the knoll. It is now night. The singular manifestation disperses into the ghostly forms of your ancestors, moonlight piercing through them.

Below, they tell you, sleeps a great evil, and its awakening must be prevented. You ask how you should do this, but the clouds are covering the moon, and your ancestors are fading. Keep watch, they say, for your next guide. A one-armed Orchid... Their voices fall to silence.

Rewards

Gain "Ancestral Blade" 254.

Loot

x15

Scenario Key

- Sun Demon
- Water 8
- Dungeon Corridor 4
- Altar 4
- Large Dungeon Corridor 3
- Large Debris 4

Crumbling Descent

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read the conclusion.

Introduction

You're so close you can feel it. The tremendous, steady rhythm below, growing stronger the further underground you go. You've lost track of time, descending the old lava tunnels of the Coppernecks in search of the Mountain's Heart—an artifact said to embody the power of the earth. Your search has become an obsession, which none of your surface allies would find surprising. Although their excursions have frequently entertained you, your ultimate aim is always to gain mastery over the elements.

Unfortunately, your obsession runs you into some unforeseen trouble. In your fervor to follow the heartbeat, you don't realize until too late that you've disrupted a nest of burrowing blades. They break through the walls around you, their snouts as sharp as a stonemason's chisel, determined to rout you out of their mountain.

Section Links

When all revealed enemies are dead, read 1 at the start of the next round.

Scenario Key

- Burrowing Blade
- Earth Demon
- Rending Drake
- Lava 4
- Stalagmites 2

Loot

x15

1

Your battle is a glorious one. You are in the midst of killing the last beast when the ground begins to quake. The frenzied tunneling has eroded the stability of the cavern. The ground crumbles away as the tunnels cave in.

Falling, you latch yourself onto a boulder and steer away from other rocks with blasts of heat, only to slam to a halt. You roll off the boulder and are immediately assaulted by the residents of a new cavern—drakes who know exactly who to blame for all this demolition.

Special Rules

Remove tile 11-B from the map and set up tile 13-D. Place one 1-hex lava tile in any empty hex, then place your figure in the same hex (without suffering damage).

Section Links

When all revealed enemies are dead, read 2 at the start of the next round.

– Continued on next page.

You've defeated the last drake, but the fight buckles the weakened cavern, sending you plummeting once again. Clinging to yet another rock, you have the fleeting thought that maybe you should give up on this blasted quest.

But upon landing, you are ecstatic to realize this final cavern is your destination. The heartbeat thrums loud and strong through your rocky veins. As you stand, however, your footing becomes precarious.

Special Rules

Remove tile 13-D from the map and set up tile 15-B. Place your figure in any lava hex (without suffering damage).

The Earth Demon is the Mountain's Heart. It has Hx2 hit points. At the start of each of its turns, remove one 1-hex hazardous terrain tile closest to it.

A monstrous, living pile of rocks rises beneath you. The heartbeat's tempo increases and you realize the Mountain's Heart resides within this very entity.

To prove yourself to the Heart, you must defeat its avatar.

Conclusion

Your final blow shudders through the living rocks. They explode apart, scattering about the cavern. Smoldering in the center of the largest rock lies the Heart. You approach reverently, retrieving it from the smoky remains. It burns fiercely in your hands, a jagged ruby of power. You raise it above your head and laugh in triumph. Only to hear that laugh echo back, ringing off this giant, empty space. A space whose exits you've summarily destroyed.

You look around as the dust settles. You got yourself in this mess, now it's time to find a way to get yourself out.

Rewards

Gain "Mountain's Heart" 255.

Tuning the Resonance

Scenario Goals

The scenario is complete when all enemies in it are dead and all ice pillars are destroyed. At the end of that round, read the conclusion.

Introduction

Whenever the clamor of Frosthaven overwhelms you, disrupting your inner harmonies, the Copperneck Mountains begin to call. At the timberline sits a plateau sacred to your people. Expanding ice has formed a series of quartz-sandstone columns which soar into the sky and direct the wind and the tones of the earth to a tranquil pitch.

You plan to meditate there to reset your resonances, but upon your arrival, you sense something is wrong. The tones feel off, sharper somehow. An unnatural intrusion mars the landscape: icy pillars sticking out like irregular teeth, damaging the hallowed formations. You survey from a high vantage point until you spot their cause. A group of Algox Icespeakers are raising them, transforming the site in homage to their own divinity.

As someone driven by questions of the ineffable, you typically respect others' spiritual pursuits. Yet these Algox have overstepped themselves. You must drive them out before they destroy the plateau beyond recognition.

Special Rules

All stalagmites and ice pillars have L+5 hit points. Stalagmites are allies to you and enemies to all monsters. Ice pillars are enemies to you and allies to all monsters. At the end of each round, each revealed stalagmite suffers 1 for each ice pillar within 3 of it, and, simultaneously, each revealed ice pillar suffers 1 for each stalagmite within 3 of it. If all stalagmites in any room are destroyed, the scenario is lost.

At the end of each of your turns, gain X additional resonance, where X is the number of stalagmites within 3 of you minus the number of ice pillars within 3 of you. X cannot be less than zero.

Throughout the scenario, all Algox Icespeakers are immune to .

Section Links

When door 1 is opened, read 1.

– Continued on next page.

1

You've defeated the peripheral Algox, but the last one, their chief, an influential Icespeaker, stomps around the center of the plateau, blue eyes glittering with menace. She shouts a challenge at you and sends a cascade of ice pillars rumbling in your direction.

Special Rules

The elite Algox Icespeaker is the Chief of Spikes. It adds +1 ◎ and ◆ to all its attacks.

Begin tracking the rounds. At the end of each even round, the Chief of Spikes creates one ice pillar in any empty hex within ⟳2 of it.

Conclusion

The destruction from the ice pillars was exacerbated by the battle. Though the wind settles between the remaining formations, soothing your frequencies to a softer tone, many of the resonance pillars have collapsed into heaps of rubble.

Still, you listen for a time, attuning yourself to the mournful remembrances of conflict. Every resonance has a story and this one will no longer be a peaceful one. As you make to leave, you collect a piece of quartz from one of the broken pillars. Perhaps when you are ready, you will absorb the power from it and become a living memento of what the plateau used to be.

Rewards

Gain "Sonorous Shard" 256.

Scenario Key

- Algox Archer
- Algox Icespeaker
- Snow Door 2
- Snow Rock 2
- Ice Pillar 6
- Stalagmites 6

Loot

x15

A Magnificent Trap

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read the conclusion.

Introduction

Having rigged a series of traps around the forest, you now doze in the branches of a tree, awaiting the twilit hours for elusive quarry like arctic kits and frost demons. But your nap is interrupted prematurely as you feel the rope beside your tail grow taut. The protesting squeaks below sound neither fox- nor demon-like. Looking down, you spot a tangle of spindly limbs and are mortified to discover your net has captured a fellow Vermling. You recognize her as the elder of a nearby village you visited and release the net.

"We've been looking for you," she huffs. "Just after you left, we were attacked by Algox marauders! They've ransacked us, and we're worried they'll return for more."

Since the Vermlings cannot defeat the Algox through brute force, they hope your traps can even the odds. You're flattered and a little embarrassed, but never one to shy away from a challenge. After following the Vermling back to her village, you map out the perimeter and begin designing an elaborate trap network.

Special Rules

At the start of the scenario, place one trap each in any four empty hexes on the map.

All Algox Snowspeakers have -1 on all their ranged abilities.

At the start of each listed round, spawn the following monsters at the listed locations:

Round	Monster Spawned
3, 7	(c): one normal Algox Guard
4, 6, 8	(a): one normal Wind Demon
5	(c): one normal Algox Guard; (b): one normal Algox Snowspeaker
9	(b): one normal Algox Snowspeaker

Conclusion

Your traps have reminded the Algox that Vermlings are not to be trifled with. Whooping in pain and fear, they beat a hasty retreat, and the Vermlings erupt into cheers. You begin to quietly dismantle your mechanisms, but then the villagers spring their own trap on you. A celebration! You feel bombarded as they ply you with drink and abundant feasting. A band starts playing music. You accept your reward and meekly nibble on seed crackers, but duck out before anyone can drag you into a dance.

You drift off into the forest as a light snow falls and the moon ascends. This is your true reward, you think: a return to this silvery peace and quiet.

Rewards

Gain "Sly Camouflage" 257.

Loot

x15

Scenario Key

A Collection of Suffering

Scenario Goals

The scenario is complete when ten enemies are dead. At the end of that round, read the conclusion.

Introduction

After being trapped in the Void, you have avoided traveling to other planes. There's plenty of pain to harness here, after all. But one day a fellow Aesther, the Boneshaper, regales you with stories of a plane they heard word of. Supposedly the earth itself channels pain the same way you do.

You agonize over whether to venture off, but even your own agony is sustenance, and eventually bolsters you. Unwilling to pass up this chance to better understand your abilities, you ask the Boneshaper to direct you to this plane. In the wilderness, they open a portal inside the husk of a lightning-struck tree, but they warn you that you will have to find your own way back.

Journeying alone, you step into this other plane. It is host to a long-dormant, underground volcano. The deadened air reminds you of the Void. Thinking this was a mistake, you attempt to leave, only to find you can't. The portal has sealed behind you. You slice open your palm to use your powers and open another, but feel no energy, only dull, unremarkable pain. Your powers have been sapped!

To make matters worse, demons patrol among the dry lava floes. They mark you as an intruder and begin to surround you. Though stricken with fatigue, you have no choice but to defeat them.

Special Rules

At the start of each listed round, spawn the following monsters at the listed locations:

Round	Monster Spawned
1, 5, 9, etc.	(a): one normal Flame Demon
2, 6, 10, etc.	(b): one normal Sun Demon
3, 7, 11, etc.	(a): one normal Earth Demon
4, 8, 12, etc.	(b): one normal Chaos Demon

Section Links

When any enemy dies, read 1.

1

When the first demon falls, geysers of steam and molten minerals explode out of the ground. This plane is returning to life, and you experience a surge of vigor. The earth desires more suffering, and you plan to deliver.

Special Rules

At the start of each round, perform DxL/2 (rounded down), self, where D is the number of enemies that have died in the scenario. This heal is unaffected by and cannot remove negative conditions.

Conclusion

The landscape lights up with pillars of spouting lava. The volcano returns to its former glory, sheets of lava cascading down its sides. The magma engulfs the body of a slain demon, burning away all but its skull, which pulses with the power of the plane.

All of this draws more demons, who are now closing ranks around you. You quickly grab the skull and rip open a rift to return to Frosthaven.

Stepping through into a drizzly night, you close the rift and breathe a sigh of relief. But you feel renewed, no longer wary of the planes and what dangers they may hold.

Rewards

Gain "Skull of Agony" 258.

Scenario Key

Loot

x15

Fighting Snow with Snow

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read the conclusion.

Introduction

"Bad news," Glint, the Inox record-keeper at the town hall mutters. He's taken you aside to show you a recently posted bounty. You quickly realize why he's is concerned. The bounty calls for the elimination of a group of fellow Algox Snowspeakers who are wreaking havoc across the countryside.

"Being a big guy myself," Glint says with a touch of pride, putting his fist to his broad chest, "I know what it's like to keep needing to prove you're not a threat." He eyes a guard walking by, dripping slush onto his clean floors. "Not to those who don't deserve it, anyway."

You thank Glint and take the bounty. Your allies in Frosthaven understand that your people have different perspectives and beliefs, but acts of violence such as these could erode that understanding. Losing their trust could be perilous.

Eventually, you track the Snowspeakers to where they are gathering to attack another Algox clan's encampment. The clan leader welcomes your help. "We've set up a defensive line." She points to a group of workers inscribing runes into wood carvings to be placed in the snow. "But we keep getting overwhelmed."

When the attack comes, it becomes evident why the encampment is outnumbered. The Snowspeakers have made pacts with demons. Your enemies appear on the horizon, and you station yourself among the rune workers, prepared to face them.

Special Rules

Place a lettered token in each (a) and (c). These are runes of power. Place a numbered token in each (b) and (c). These are the rune workers, who are allies to you and enemies to all monsters. They have L+1 hit points and 2. They take no actions and have an initiative of 99 for the purpose of monster focusing. For each rune worker that occupies a hex with a rune of power, add +1 to one of your or your allies' attacks per turn.

At the start of each listed round, spawn the following monsters at the listed locations:

Round	Monster Spawned
4	(e): One elite Frost Demon
7	Both (d): One normal Wind Demon
10	(e): one elite Algox Snowspeaker

Conclusion

Your vortex of snow spins away the final enemy. Your allies cheer and gather around you as the wind dies down, praising your finesse in battle. The clan leader grabs your arm in a hearty grip. "May divine Geryuu appreciate the sacrifices we have made in this snow today. May it be known that we will never intermingle with such vile sorts!"

The clan gifts you one of their runic carvings. You stay with them a few days to celebrate, listening to them craft tales boasting of your grace and command of the elements. Your return to Frosthaven seems innocuous in comparison, no one the wiser for your deeds. Although the next time you see Glint, he gives you a knowing nod.

Rewards

Gain "Storm Carving" 259.

Scenario Key

Loot

x15

Under the Ice

Scenario Goals

The scenario is complete when the all enemies in it are dead. At the end of that round, read the conclusion.

Introduction

Your sleep has been troubled lately—almost blasphemous. Images of the Unfettered infiltrate your unconsciousness. They trundle toward you on infernal gears, and the holy voice of Geryuu crackles out of them. Not from the ice as it should, but from machines. You wake up in a sweat.

You've heard the Unfettered have been spotted around the Crystal Fields—a holy site for all Icespeakers, where the physical words of Geryuu are thrust up from the earth to form the spires there. If the Unfettered are profaning this place with their presence, then perhaps your dreams are directing you to a purpose. You must investigate.

You travel to the outskirts of the Crystal Fields and survey. The Unfettered are indeed present, appearing and disappearing among the spires somehow. You approach the spire with the most activity around it, but up close, no entrances are evident. You punch against the frost until the outer shell of ice is smashed away, revealing a metal structure beneath. You wrench aside a panel and drop in.

The room is freezing, and in the center is a large chunk of ice. It refracts the mechanic glint of three power cores surrounding it. As you watch, the cores generate sheets of ice over the opening you made. Machines creating the spires! It is like they are manufacturing the word of Geryuu.

Repulsed by these lies, you don't notice what the chunk of ice encases. Sensing your presence, the steel automaton within comes to life, shattering the ice around it to attack you.

Special Rules

The altars are immune to damage at this time.

Section Links

When the Steel Automaton is dead, read ■ 1.

■ 1

Your triumph over the automaton is short-lived. As soon as it topples, it triggers a self-destruct sequence within the complex, which unhinges panels in the floor and releases a host of Unfettered. You charge them, but they immediately pivot toward the power cores.

If they are so intent upon destroying the cores, that must mean they could be of some value to you. What if the cores aren't creating a counterfeit of Geryuu's word? Maybe they are a legitimate sign. Who determines what is and isn't truth after all? Not you, that's for certain.

You must accept that you cannot disavow what you do not understand. And to understand, you must protect the cores. If you can recover one, you can study it.

Special Rules

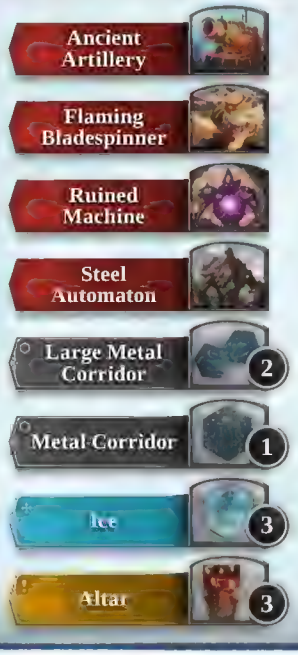
The altars can now be damaged and have (Lx2)+6 hit points. They are allies to you and enemies to all monsters. If all altars are destroyed, the scenario is lost.

Set the round track to the first round. At the start of each listed round, spawn the following monsters at the locations listed on the following page.

Round	Monster Spawned
2	a and b: One normal Ruined Machine
5	c: One normal Ancient Artillery
7	d: One normal Ancient Artillery
8	a: One elite Flaming Bladespinner
10	c: One normal Ruined Machine
11	d: One normal Ruined Machine
12	a and b: One normal Ancient Artillery

– Continued on next page.

Scenario Key



Loot

x15

Conclusion

Your victory is bittersweet, and your faith on rocky ground. After recovering from battle, you delicately remove the most intact core. It is still damaged, though, a crack splitting it down the middle. You take it outside in the cold, glittering sun.

You sit beside it, feeling defeated. The biting wind swirls around you. You think of your colleagues back in Frosthaven who meditate, wondering if such a practice would benefit you. Before you can calm your storming mind, however, the core activates once again. Ice creeps over the crack, a slow fractal formation that crystallizes into a branching pattern.

A prism with a message. You can't read it yet, but a sense of peace steals over your mind. Such beauty can hold nothing but Geryuu.

Rewards

Gain "Freezing Orb" 260.

Recharge

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read the conclusion.

Introduction

Like all creatures with a central nervous system, Harrowers must sleep. They simply go eerily still in a safe place. You are confounded by this process and have tried to imitate it, being an admirer of Harrowers for how similar they are to you. But unfortunately, that is where similarity ends. Your own system drains at a steady clip no matter your level of activity.

If you were still part of the Unfettered network, you could recharge that way. But your independence, while largely beneficial, has its downsides. You must be proactive and tap into local electrical energies. To do so, you journey out to your preferred "place of rest": an ancient crypt open to the elements. And the elements are exactly what you need. In the midst of a storm, you set up your energy collectors to attract the lightning.

Unfortunately, you attract more than just lightning. From the crypt arises a host of undead. You are near depletion, yet rally yourself to fight as the Harrower would, every small component synchronized for action.

Special Rules

Shuffle numbered tokens 1 to 3 face-down next to the map. At the start of each round, flip one token face-up and place it on the corresponding metal cabinet, removing any other tokens on other metal cabinets. A token represents a metal cabinet that was struck by lightning this round. While you are adjacent to a metal cabinet with a numbered token, you and all your summons add +1 to all your attacks. At the end of your turn, if you are adjacent to a metal cabinet with a numbered token, you perform 1, all, 8. If, at the start of a round, numbered tokens 1 to 3 are all face-up, retrieve them all and shuffle them face down next to the map again.

You act before your summons each round and are before them in the initiative order. Your summons still do not act in the round they are summoned, but any other summon that is placed on the map from a transfer ability will still act.

At the start of each listed round, spawn the following monsters at the listed locations:

Round	Monster Spawned
3	d: One normal Living Bones
4	e: One normal Living Bones
5	b and c: One normal Living Spirit
7	d: One normal Frozen Corpse
8	e: One normal Frozen Corpse
10	d and e: One normal Living Bones

Section Links

At the start of round 12, read 1.

– Continued on next page.

1

These terrible creatures are after your energy collectors! It seems you have disrupted their sleep. While you sympathize, feeling weary yourself, if you leave now, you might become unalive yourself. Defeating many of your foes, you seem to be gaining the upper hand when an enormous Algox corpse tears out of the ground. It is frozen and moves stiffly, a putrid roar crackling from its icy mouth.

A new bolt of lightning flashes through the sky and strikes down on this new enemy. The corpse's desiccated limbs crackle with energy, lighting up the remaining tufts of its hair with blue sparks. It seems the warmth has not only thawed it completely, but worse, has empowered it. It bears down on you all the more rapidly.

Special Rules

Spawn one elite Frozen Corpse at a. This is the Energized Corpse. It has Hx2 hit points and adds +1 to all its moves.

Conclusion

As the lightning storm dissipates and the energy fades from the atmosphere, you finally defeat the last corpse. With your batteries fully charged, the triumph of the battle sings through your collective. You begin to pack up, reassembling yourself with that humming steadiness your nervous-system associates call "spirited." During moments like these, you come close to an understanding. Their brand of alive-ness will never be quite like yours, but vigor and vitality are universal sensations.

Rewards

Gain "Energized Module" 261.

Loot

x15

Scenario Key

- Frozen Corpse
- Living Bones
- Living Spirit
- Dungeon Corridor 1
- Large Dungeon Corridor 3
- Large Snow Corridor 2
- Rubble 5
- Metal Cabinet 3

Boiler Room

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read the conclusion.

Introduction

In Frosthaven, those of flesh and bone receive reports from the outside via travelers who defy danger and inclement weather to deliver their messages, often taking months to do so. They call it "the post." You call it inefficient. Your allies among the Unfettered send messages over long distances through blinking lights, which requires much less effort.

It is through this that you learn about a nearby Unfettered power complex. The place was once steam-powered, as you are, but is now sadly defunct. Or was defunct. One day, the light network reports that one of the complex's generators shows signs of powering up. Though normally moderated in your feelings, this stirs what the blood-born might call hope. You've long wished to understand your body's mechanisms, and if the generator is using steam in the same manner, you may gain insight into your own existence.

To reach the power complex, you travel to a rocky gorge and scale the icy cliffs it is embedded in. The journey up the cliffs is arduous, but you aren't an organic, inhibited by muscle weariness or a fear of heights. Once inside the complex, you wind through the rusted corridors, wondering if you trod these paths in a past iteration. Since you are one of the Unfettered, the power complex leaves you unmolested, as you anticipated. No Unfettered appear to bar your way.

Up until you reach the chamber with the generator, at least. Suddenly an alarm blares. Your entrance has activated the chamber's defenses. Mindless drones pile in, intent upon rousting you out.

Special Rules

Place a numbered token in the regular pressure section of your character mat. At the start of each round after the first, move this token to the next position in the following order: regular—low—high—over—then back to regular to repeat the cycle. If your steam token is in the section the numbered token moves to when it moves, gain the following effect, based on the position:

Regular: Perform L+2, self.

Low: Whenever you suffer damage this round, suffer 2 less damage.

High: One enemy within 2 suffers trap damage.

Over: Whenever an enemy causes you to suffer damage this round, that enemy suffers 2.

Section Links

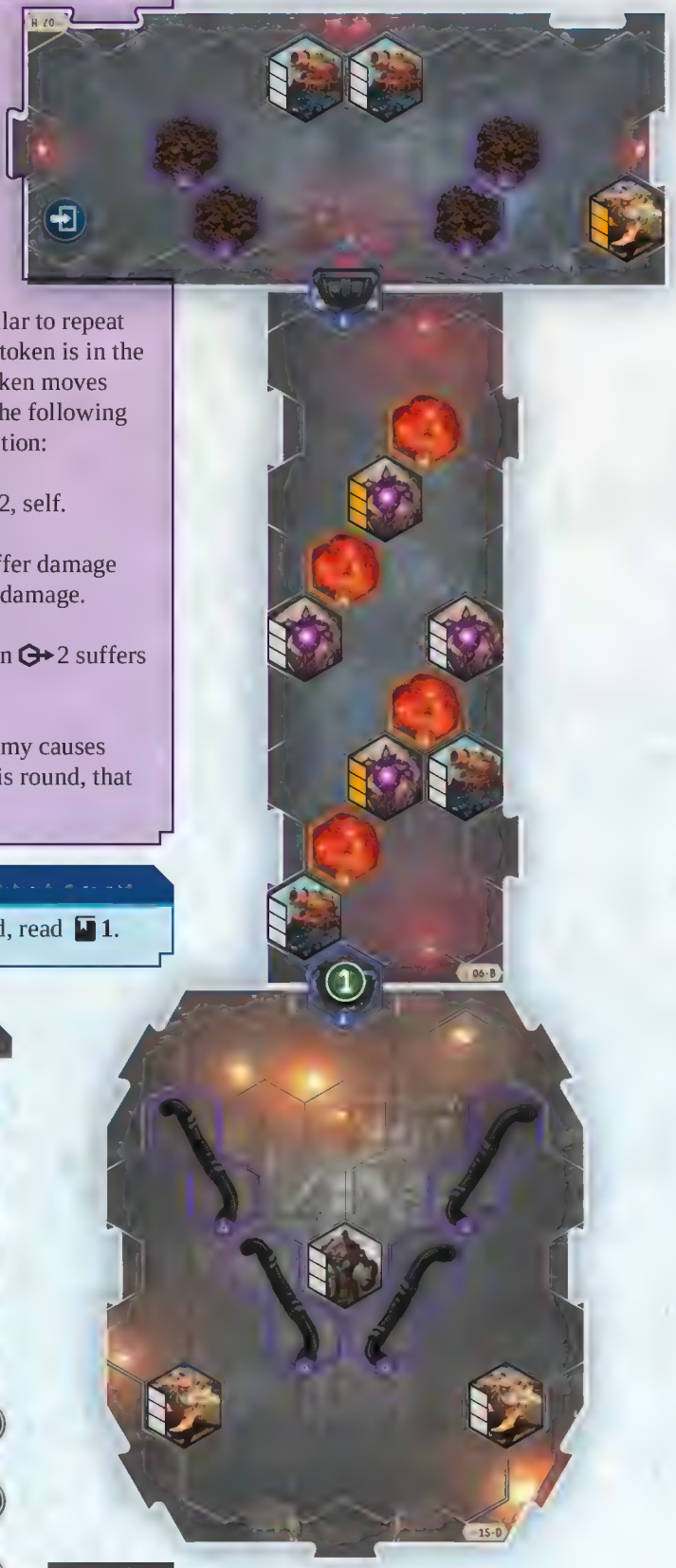
When door 1 is opened, read 1.

Scenario Key

- Ancient Artillery
- Flaming Bladespinner
- Ruined Machine
- Steel Automaton
- Metal Door 2
- Lava 4
- Power Conduit 4
- Rubble 4

Loot

x15



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1

With the first round of drones defeated, you prepare yourself to face more as you continue through the chamber. On alert, you keep your weapons raised and steam primed at high heat. One of your greatest advantages is that you can be ready for threat, whilst also taking measured note of your surroundings. As you continue on, you study the workings of the chamber and file away this knowledge for future examination. When more drones arrive, you shift your focus to them.

Conclusion

With the mindless ones defeated, you can be alone now with your thoughts. The power generator pressurizes the chamber to a level which feels slightly uncomfortable, until you realize it is your pressure within your own systems causing the discomfort. Attaching a limb to the power generator allows you to adjust your own cycle, that perpetual burn and flow of fuel and steam, until you match the pressure in the chamber. The sensation is something your allies back in Frosthaven might liken to achieving harmony in music. You feel at peace.

And best of all, you feel more efficient. The power generator has taught you much, and you leave the complex rejuvenated and more streamlined than ever before.

Rewards

Gain "Exhaust Boots" 262.

Wet Work

Scenario Goals

The scenario is complete when the Abael Warlord is dead. At the end of that round, read the conclusion.

Introduction

You are taking some much-needed time to yourself, sheltering in the cabin of a drowned merchant vessel when you hear commotion on the tilted deck. Emerging with claws raised, you encounter a group of other Lurkers, who quickly flash images of flowing seaweed, signs of peace. These Lurkers, it turns out, need your help. Their home in a nearby cliff face is being ravaged by burrowing

Scenario Key

- Abael Herder
- Abael Scout
- Burrowing Blade
- Piranha Pig
- Cave Door 2
- Nest 3
- Stalagmites 3

Loot

x15

– Continued on next page.

Introduction (Cont.)

blades, who are carving out a fortress in the service of an Abael warlord.

You hiss in anger. If the Abael succeeded, your own territory would be compromised, and who knows how much further the Abael's power would extend with such prime real estate? There is no love lost among the Abaeli and your people, so you readily agree to assassinate this warlord before it is too late.

Because of the Abael's beasts, the cliff is now furrowed with tunnels, as numerous as the notches on your claws—one notch for each kill. It is easy enough to scuttle clandestinely through them. Soon, you overhear a patrol ahead: Abael scouts who cannot fathom what these shadows hold.

Special Rules

At the start of the scenario, gain ◆.

Throughout the scenario, all Piranha Pigs can target and focus on you even when you have ◆. Whenever a Piranha Pig attacks you, you lose ◆.

Section Links

When door 1 is opened, read 1.

1

After leaving behind the scouts, the tunnel ends in a pocket-like cavern where the creatures are kept. This is their nesting site, and you watch them wriggle around, butting their sharp snouts against each other.

You debate leaving them behind, but they may continue burrowing on their own, eroding the integrity of the cliff, or another Abael could come along and abuse their nature. Unfortunately, you must destroy them.

Special Rules

Remove all Abael Scouts not within 4 of door 1 from the map. Door 2 is locked until all Burrowing Blades are dead.

Section Links

When door 2 is opened, read 2.

2

You leave behind a room of corpses, unremorseful. The sea takes and gives in equal measure, and they shall decay into the cliff and become part of the shore. As you will too, someday.

At last you reach the final cavern, where the warlord awaits you behind a contingent of piranha pigs. The Abael scoffs at your appearance. "You think you can frighten me? I have scoured the deep, spent years in the trenches, and seen worse than your puny crustacean brain can imagine! I will feed you to my underlings, crab, in a great feast once my fortress is complete!"

Silence is your greatest ally, and you cloak yourself in it. The warlord's eyes widen as you fade into the shadows. It backs away, sending piranha pigs snuffling in your direction.

Special Rules

The Abael Herder is the Abael Warlord. It has Hx2 hit points. It is still considered an elite enemy for the purpose of character abilities.

Conclusion

The warlord, though a rather graceless foe, has fallen gracefully to death. Your mission complete, you don't wait around, craving the solitude that was interrupted.

Outside of the cliff, you pass by the clan of Lurkers, who have witnessed the remaining Abaeli fleeing and are cheering, knowing you defeated the warlord. Some pause as if they feel you passing. But you are nothing—just a moment in their minds, like the memory of a distant nightmare or a shiver on the waves.

You retreat to your drowned vessel and hunker down, relishing the abyssal silence.

Rewards

Gain "Warlord's Skull" 263.

Crash Against the Waves

Scenario Goals

The scenario is complete when Plea for Help Without Answer is dead. At the end of that round, read the conclusion.

Introduction

The invitation is a bioluminescent painting made up of deep sea fronds and algae. It depicts an arena at the bottom of the ocean, a place any Lurker worth their sea salt would recognize: the location of the Beholding the Sky through the Waves tournament. A prestigious contest, the tournament pits only the most esteemed Lurkers against each other. Looks like you're one of them.

You set off alone to descend into the sea. The stadium is a living entity, the coral stage and benches sculpted by mindful Lurker cultivators. Clutches of Lurkers crowd around, colorful fish darting in and around the countless appendages. You await your turn, veiled in an alcove of fan coral.

The other contestants are twitchy, smelling the land on your shell, and you glean snippets of their disapproving thoughts. You've been spending too much time away from the sea. Luckily, the tournament may be just the thing to prove that you have not forsaken your people.

– *Continued on next page.*

Special Rules

Set the round track to the first round. At the start of the third round, spawn one elite Lurker Wavethrower at (a) and one elite Lightning Eel in each hex adjacent to it. The Lurker Wavethrower is Lost in Seaweed. It has Hx2 hit points. In addition to all other abilities it performs, it also summons one normal Lightning Eel at the end of each of its turns. All hexes are treated as water for the purposes of Lightning Eel summoning and movement.

Section Links

When Lost in Seaweed is dead, read 1.

1

You suspect you were underestimated in the initial challenge, and you look to the old adjudicate consulting with the other judges to determine whom you shall be matched with next. From the sidelines stomps out an armored clawcrusher; a Lurker large enough to snap a ship mast in twain without a second thought. You can't match this Lurker physically, but you have the tide. You marshal the currents, preparing to overwhelm your foe.

Special Rules

Set the round track to the first round. At the start of the fourth round, spawn one elite Lurker Clawcrusher at (a). This is Shape Blocks Out the Sun. It has Hx3 hit points, is immune to , and adds -1 to all its moves and +1 to all its attacks.

Section Links

When Shape Blocks Out the Sun is dead, read 2.

2

The clawcrusher has fallen and the crowd is frenzied, half in support of you and half not, all fixated on your ranking. In the final round, you feel the mindsnipper's presence even before you see it. It assaults you with images of your inevitable failure, of the shame that will be heaped upon you. You are a land-lover, it taunts, a two-leg at heart, and you do not deserve your position as a Lurker guardian. You want to flee, but that is ridiculous. You have come this far and cannot give up.

Special Rules

Set the round track to the first round. At the start of the fourth round, spawn one elite Lurker Mindsnipper at (a). This is Plea for Help Without Answer. It has Hx3 hit points, is immune to and , and has (L/3)+2 (rounded up) but no .

Conclusion

Your opponent crouches low, stowing its claws beneath its body in a sign of capitulation. A tsunami: that is what the crowd's thoughts feel like, tossing you in their tumultuous joy. The barnacled adjudicate approaches with your trophy—a medallion made of a fossilized ammonite, the spiral representing the perseverance of the Lurkers in the long curl of time.

You have succeeded in reminding your people that you are fighting for them, even if you must spend time on dry land allying yourself with species often strange and confounding. Someday, perhaps, you may return to the sea for a time of peace.

Rewards

Gain "Spiraled Medallion" 264.

Loot

x15

Scenario Key

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